EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	"200201680828"	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 14:50
L2	1	"20020160828"	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 14:51
L3	2	"20050054422"	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 14:51
L4	1	"20040048646"	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 14:51
L5	730	special same symbol$1 same display$1 same (move change alter affect effect)	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 15:04
L6	242	special same symbol$1 same display$1 same (move change alter affect effect) same game	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 15:04
L7	232	(463/21).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 15:13
L8	47	multiple same display same game same machine same (moving effect affect special) same symbol	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 15:15
S1	31	family same feud same game	US-PGPUB; USPAT; USOCR	OR	OFF	2009/03/30 06:14
S2	2474	(463/16).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 12:21
S3	3252	(463/20).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 12:21

S4	1113	(463/17).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 12:22
S5	2730	(463/25).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 12:22
S6	1177	(463/29).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 12:22
S7	3052	(463/42).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 12:22
S8	1052	(273/143R).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/01/15 12:28

EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L9	447	(player and virtual and reel and symbol and (mov$3 special combinable))	USPAT; UPAD	OR	OFF	2010/01/15 15:17
L10	8	(player and virtual and reel and symbol and (mov$3 special combinable)).clm.	USPAT; UPAD	OR	OFF	2010/01/15 15:17
L11	61	(463/16).CCLS.	UPAD	OR	OFF	2010/01/15 15:18
L12	0	(player and virtual and reel and symbol and (mov$3 special combinable)).clm. and L11	USPAT; UPAD	OR	OFF	2010/01/15 15:18
L13	4	(player and virtual and reel and symbol and (mov$3 special combinable)).clm. and 463/16	USPAT; UPAD	OR	OFF	2010/01/15 15:18
L14	0	(player and virtual and reel and symbol and (mov$3 special combinable)).clm. and 463/17	USPAT; UPAD	OR	OFF	2010/01/15 15:18

L15	7	(player and virtual and reel and symbol and (mov$3 special combinable)).clm. and 463/20	USPAT; UPAD	OR	OFF	2010/01/15 15:19
L16	0	(player and virtual and reel and symbol and (mov$3 special combinable)).clm. and 463/25	USPAT; UPAD	OR	OFF	2010/01/15 15:19
L17	0	(player and virtual and reel and symbol and (mov$3 special combinable)).clm. and 463/29	USPAT; UPAD	OR	OFF	2010/01/15 15:19
L18	1	(player and virtual and reel and symbol and (mov$3 special combinable)).clm. and 463/42	USPAT; UPAD	OR	OFF	2010/01/15 15:19
L19	260	(game and reel and symbol and (mov$3 special combinable)) and 463/42	USPAT; UPAD	OR	OFF	2010/01/15 15:19
L20	7	(game and reel and symbol and (mov$3 special combinable)).clm. and 463/42	USPAT; UPAD	OR	OFF	2010/01/15 15:19
L21	260	(game and reel and symbol and (mov$3 special combinable)) and 463/42	USPAT; UPAD	OR	OFF	2010/01/15 15:20
L22	125	(game and reel and symbol and (mov$3 special combinable)) and 463/29	USPAT; UPAD	OR	OFF	2010/01/15 15:20
L23	545	(game and reel and symbol and (mov$3 special combinable)) and 463/25	USPAT; UPAD	OR	OFF	2010/01/15 15:20
L24	907	(game and reel and symbol and (mov$3 special combinable)) and 463/20	USPAT; UPAD	OR	OFF	2010/01/15 15:20
L25	294	(game and reel and symbol and (mov$3 special combinable)) and 463/17	USPAT; UPAD	OR	OFF	2010/01/15 15:20

L26	709	(game and reel and symbol and (mov$3 special combinable)) and 463/16	USPAT; UPAD	OR	OFF	2010/01/15 15:20
L27	115	(game and symbol and (mov$3 special combinable)).clm. and 463/16	USPAT; UPAD	OR	OFF	2010/01/15 15:21
L28	868	(game and symbol and (mov$3 special combinable)) and 463/16	USPAT; UPAD	OR	OFF	2010/01/15 15:21
L29	397	(game and symbol and (mov$3 special combinable)) and 463/17	USPAT; UPAD	OR	OFF	2010/01/15 15:21
L30	1009	(game and symbol and (mov$3 special combinable)) and 463/20	USPAT; UPAD	OR	OFF	2010/01/15 15:21
L31	701	(game and symbol and (mov$3 special combinable)) and 463/25	USPAT; UPAD	OR	OFF	2010/01/15 15:21
L32	218	(game and symbol and (mov$3 special combinable)) and 463/29	USPAT; UPAD	OR	OFF	2010/01/15 15:21
L33	471	(game and symbol and (mov$3 special combinable)) and 463/42	USPAT; UPAD	OR	OFF	2010/01/15 15:21
S9	61	(463/16).CCLS.	UPAD	OR	OFF	2010/01/15 12:28
S10	47	(463/17).CCLS.	UPAD	OR	OFF	2010/01/15 12:28
S11	151	(463/20).CCLS.	UPAD	OR	OFF	2010/01/15 12:28
S12	153	(463/25).CCLS.	UPAD	OR	OFF	2010/01/15 12:28
S13	53	(463/29).CCLS.	UPAD	OR	OFF	2010/01/15 12:28
S14	206	(463/42).CCLS.	UPAD	OR	OFF	2010/01/15 12:29

1/15/2010 3:22:17 PM
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